

## PLAYING RULES

1. **TO PREPARE FOR A GAME**, each player selects a **PONY RIDER** and places him on the **RED SPACE** in the track directly in front of the player. This is the **STATION** from which each player starts his **PONY RIDER** moving around the track. After selecting a rider each player is known during a game by the **COLOR** of his rider. For example, a player selecting the **RED** rider is known as the **RED PONY EXPRESS** and is so called during a game.

2. **THE PONYGRAM DECK** is shuffled and placed **FACE DOWN** by the game board and drawn from by the players as explained under the heading, "**USE OF PONYGRAMS**".

3. **A WORKING CAPITAL** of \$100,000 Pony Express Money is distributed to **EACH PLAYER**, in bills of currency in the following denominations:

**25 BILLS OF \$ 1,000 EACH.**

**5 BILLS OF \$ 5,000 EACH.**

**5 BILLS OF \$10,000 EACH.**

4. **TO START A GAME** the players roll the dice to determine **WHO MOVES FIRST**. The player rolling the highest number of points starts the play.

5. **PONY RIDERS ARE MOVED** counter clock-wise around the track, so many spaces at a time, by rolling the dice before each move to determine **HOW MANY SPACES A RIDER IS MOVED ON EACH TURN**.

6. **THE DICE ARE THROWN ONCE ONLY** by each player in turn and the **TOTAL POINTS** shown on the **TOP SIDE** of the dice are the number of spaces a rider may be moved on each throw. Thus, if a player throws a number 5, that player **MUST MOVE HIS RIDER EXACTLY 5 SPACES AND STOP**.

7. **BORROWING OR LENDING MONEY** during a game is not permitted between players, **EXCEPT** in case of **PARTNERSHIP PLAY**.

8. **A PLAYER IS BANKRUPT** who cannot **PAY IN FULL** what he owes and when this occurs **HE MUST RETIRE FROM THE GAME**.

9. **WHEN PAYING OR COLLECTING MONEY**, the full amount of the sum specified must be paid to, or collected from, **EACH AND ALL OF THE OTHER PLAYERS**. The only **EXCEPTION** to this rule is in case of partnership play, as explained under the heading of "**PARTNERSHIPS**", or when a player has been directed by a **PONYGRAM** to make payment to another player **ONLY**, such as, "**PAY TO THE RED PONY EXPRESS**".

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## PONY EXPRESS GAME RULES

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### INTRODUCTION

The game of Pony Express is fashioned in an amusing and entertaining manner around the adventurous life of those heroic and colorful men who rode the trail of the Pony Express, a trail which stretched from St. Joseph, Mo., to Sacramento, Cal., a distance of some 2000 miles of unknown and hostile territory.

The fabulous Pony Express began its first run from St. Joseph, Mo., on April 3, 1860. Only 16 months later it was supplanted by a telegraph line erected by the Overland Telegraph Company.

But in those 16 months the brave young couriers of the Pony Express wrote a new chapter of daring and courage into the history of the West.

Operating in 25 mile relays, for 9 days saddle bags were passed from pony to pony as the couriers raced their mustangs along the flaming trail of the wilderness. Winter and summer, in all kinds of weather, against Indians and bandits, these gallant men rushed like the wind across the plains, the Rockies and the Cascades, to maintain their schedule.

In the game of Pony Express the players operate their own Pony Express Companies. Each player is a Pony Express Rider racing along the trail around the game board and as such he rides into adventure of every description.

### DESCRIPTION

The game is made to appeal to young and old alike and may be played with equal pleasure by either 2, 3, or 4 players, either singly against each other or in **PARTNERSHIP COMBINATIONS** of 2 against 2.

The game is beautifully manufactured and consists of a folding game board, 4 Pony Riders, a deck of **PONYGRAMS**, bills of currency, and a pair of dice.

Each player becomes the owner of a Pony Express Company and starts in business with a working capital of \$100,000 in Pony Express Money.

As the players move around the track of the game board along the trail of the Pony Riders, they will be required to **DELIVER** money and to **COLLECT** money, or to **DRAW** Ponygrams with which they must comply in accordance with the rules of the game.

## OBJECT OF THE GAME

The object of each player is to force rival Pony Express Companies out of business by winning all their capital and throwing them into **BANKRUPTCY**.

A player who has lost all his money and is unable to pay his losses in full, is declared to be **BANKRUPT** and retires from the game.

## DEFINITION OF BANKRUPTCY

**BANKRUPTCY** exists at the exact moment during a game when a player is unable **TO PAY IN FULL** a demand for **A SPECIFIED SUM OF MONEY**.

In play other than **PARTNERSHIP PLAY**, the moment a player cannot **PAY IN FULL**, he is **BANKRUPT** and must retire from the game.

A player who lacks funds to **PAY IN FULL** any **SPECIFIED SUM OF MONEY** due other players, must **DIVIDE WHAT HE HAS INTO EQUAL PARTS** and pay over to his creditors an **EQUAL SHARE** of the funds in his possession. He then **DROPS OUT** of the game.

A **PARTNERSHIP**, being a joint enterprise between two players who have pooled their capital, is **NOT BANKRUPT** until both partners are "broke" and unable **TO PAY IN FULL** a demand for **A SPECIFIED SUM OF MONEY**.

Being "broke" does not mean that a player, or a **PARTNERSHIP**, is "**BANKRUPT**". They are not bankrupt until they **OWE MORE THAN THEY CAN PAY**.

There will be instances during a game when a player has no funds left, **AFTER PAYING HIS LOSSES IN FULL**. This **DOES NOT PREVENT HIM FROM REMAINING IN THE GAME** and taking his next turn at the dice. He may **COLLECT** on his next throw of the dice and **AGAIN HAVE FUNDS AT HIS DISPOSAL**. He is not, at any time **BANKRUPT** until he is unable **TO PAY WHAT HE OWES, IN FULL**.

## THE WINNER

**THE WINNER** of a game is that player, or partnership, that has succeeded in **WINNING ALL THE MONEY FROM THE OTHER PLAYERS** and in addition to this has put their opponents in a position **WHERE THEY OWE MORE THAN THEY CAN PAY**. When this occurs, a game is **FINISHED**.

## PARTNERSHIPS

In **PARTNERSHIP PLAY**, as already explained, the capital of the partners is owned **JOINTLY** by them, so that one partner **CANNOT** become **BANKRUPT** as long as the other partner **HAS FUNDS ON HAND**. If one partner goes "broke", **HE MUST DRAW FUNDS FROM THE OTHER PARTNER** when-

ever he is in need of money with which **TO PAY HIS OWN LOSSES**. Both partners **MUST CONTINUE INDIVIDUAL PLAY** as long as either partner **HAS FUNDS ON HAND**, until **BOTH** are without funds and become **BANKRUPT**.

Partners **ARE NOT REQUIRED** to pay to, or collect from, **EACH OTHER**. They only pay to, or collect from, their **OPPONENTS**.

## USE OF CAPITAL

The trail of the Pony Express which runs around the game board in the form of a track, consists of 16 separate **PANELS**, so arranged as to make up a continuous series of **16 SPACES** over which the players **MOVE** their Pony Riders, so many spaces **AT A TIME**, by a throw of the dice.

**EACH** of the **16 PANELS** above the game track has a certain **VALUE**, or contains certain **FIXED INSTRUCTIONS**, with which the players must comply, **WHEN THEY STOP THERE**, as explained in the following examples:

1. If a player stops under the panel marked "**POST OFFICE**", picturing a bag of registered mail valued at \$5,000 and marked "**COLLECT**", that player must collect \$5,000 **FROM EACH AND ALL OF THE OTHER PLAYERS**.
2. If a player stops under the panel marked "**BANDIT**", the printed instructions therein must be complied with, to determine **HOW MUCH** money he **LOSES** to the bandit. This is done **BY A THROW OF THE DICE, EACH POINT** on the dice being worth \$1,000. Thus, if a player throws a number 6, he has lost \$6,000 and must pay this amount **TO EACH AND ALL OF THE OTHER PLAYERS**.

## USE OF PONYGRAMS

After a game has started, whenever a player **STOPS** on a **RED SPACE** in the track, which is marked "**PONYGRAM**", that player must **DRAW** a **PONYGRAM** from the **TOP** of the deck **AND READ IT TO THE OTHERS**.

Each **PONYGRAM** contains a printed message and each of the **32 PONYGRAMS** has a **DIFFERENT VALUE**. A **PONYGRAM** may instruct a player to **COLLECT** \$5,000 from the "**PONYTOWN BANK**", and if so, that player must collect that amount **FROM EACH AND ALL OF THE OTHER PLAYERS**.

On the other hand, a **PONYGRAM** may instruct him to **DELIVER** \$1,000 to the **RED PONY EXPRESS**. In such a case, he would **NOT** deliver this amount to **EACH AND ALL**, but **ONLY** to the **RED PONY EXPRESS**.

**AFTER** a player has complied with the instructions in a **PONYGRAM**, he must discard it **FACE UP** in a place **APART** from the deck that is being drawn from. If a game is still unfinished after all the **PONYGRAMS** have **BEEN DRAWN ONCE**, the deck must be shuffled and placed **FACE DOWN** and drawn from **AGAIN** as already explained. This must be repeated as often as is necessary until a game is finished.